Arc The Lad

End of Darkness

™

TEEN
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CONTENT RATED BY ESRB

namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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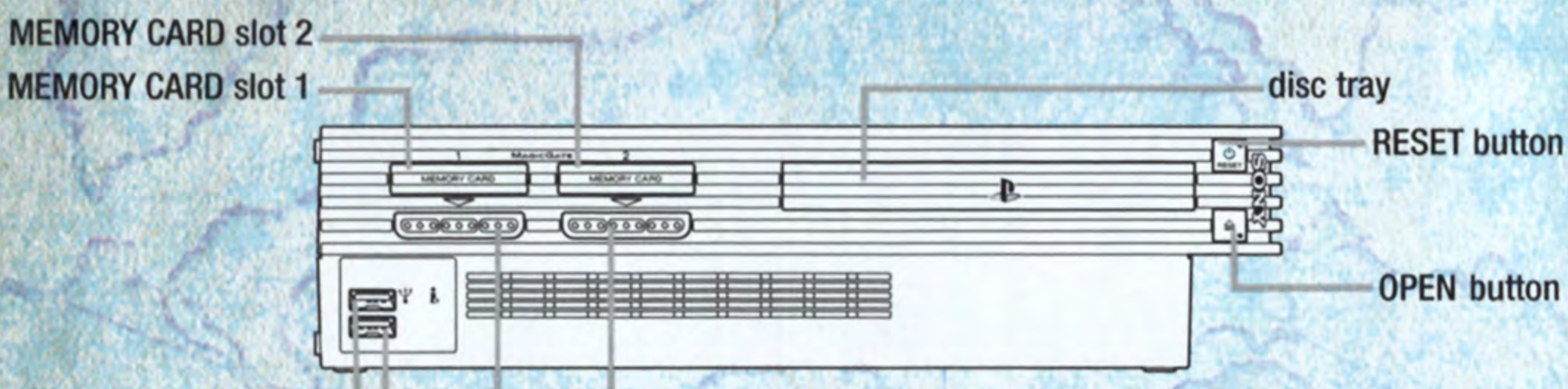
Setting Up*



** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Arc The Lad®: End of Darkness™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

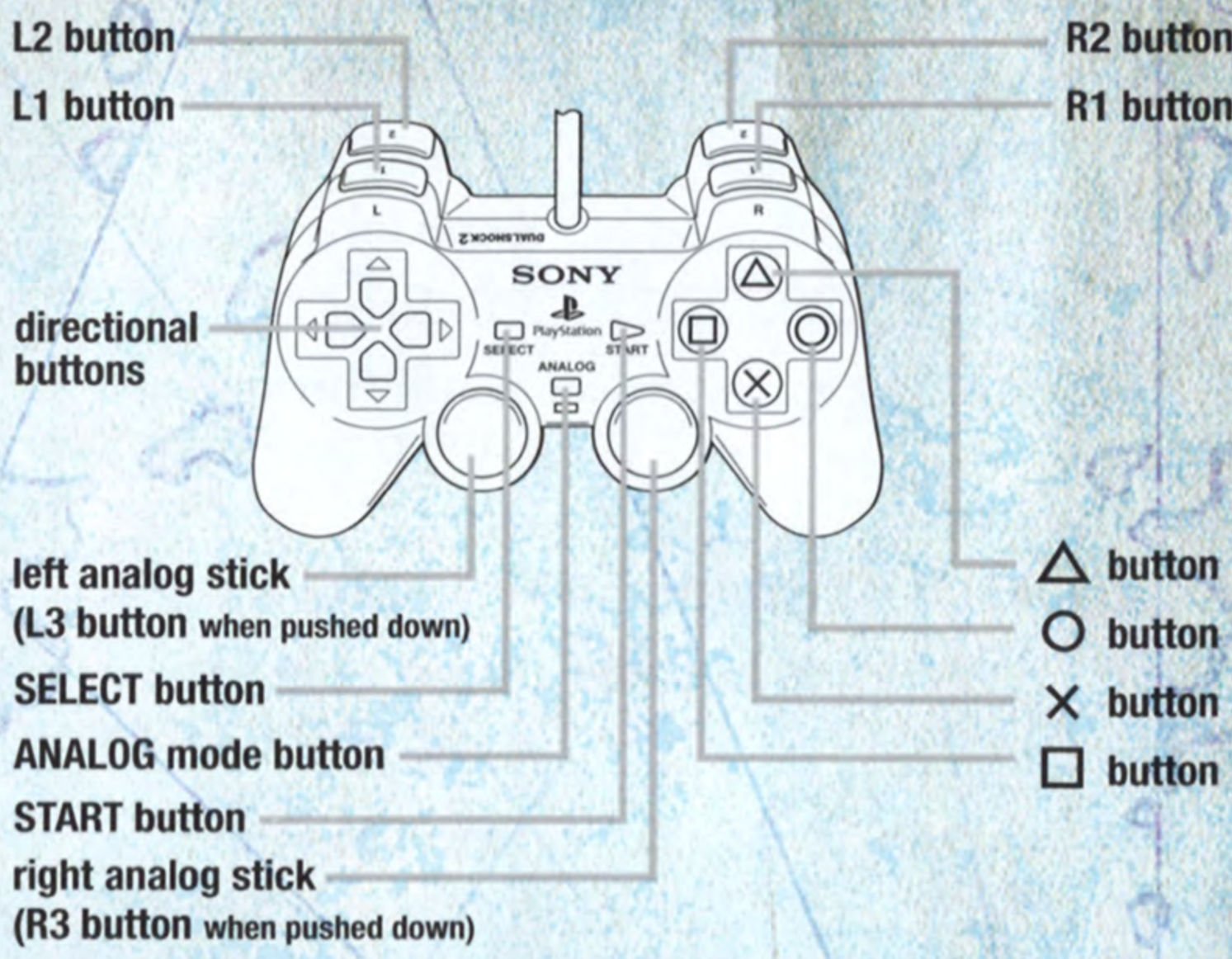
Memory Card

This game uses 41 KB of space on a memory card (8MB) (for PlayStation®2). The first time you play, you can create a file region for *Arc The Lad®: End of Darkness™* on the memory card (8MB) (for PlayStation®2). Each memory card (8MB) (for PlayStation®2) can save up to 3 *Arc The Lad®: End of Darkness™* saves.

However, multiple file regions cannot be created on a single memory card (8MB) (for PlayStation®2).

See page 18 on how to save.

Controls



DUALSHOCK®2 ANALOG CONTROLLER LAYOUT

The default settings for the DUALSHOCK®2 analog controller appear above.

Controllers

Use DUALSHOCK or DUALSHOCK®2 analog controllers or other compatible controllers that have been inserted into controller port 1.

The game can be reset during play by simultaneously pressing the L1, L2, R1, R2, SELECT, and START buttons, which will return you to the Title screen in offline mode, and return you to the Multiplayer menu in online mode. Please note that if you are in offline mode and reset the game without saving, you will not be able to continue from where you left off.

The LED display will always be red (indicating Analog mode). The vibration function can be enabled or disabled by choosing [OPTIONS] ➡ [Vibration] from the Title screen (pg. 10), or [OPTIONS] at a Hunter Station in a Guild (pg. 18).

Game Controls

Menu operation

The menus can be navigated as indicated below.

directional buttons .....Move cursor

◎ button .....Go back / cancel

⊗ button .....Confirm

L1 / R1 buttons .....Scroll through categories / characters

Actions in Towns

The actions available in Towns are indicated below.

left analog stick / directional buttons ..Move character

◎ button .....Walk

△ button .....Open menu

⊗ button .....Talk / examine

Actions during Battles

Actions performed during Battles are separated into two modes: "Normal attack mode," where you use normal attacks, and "Card mode," where you use assigned Ability Cards.

	NORMAL ATTACK MODE	CARD MODE
left analog stick	Move character	
◎ button	Special moves	Use assigned Card
⊗ button	Normal attack	Use assigned Card
△ button	Fill CP gauge	Use assigned Card
□ button	Step backward	Use assigned Card
□ button + left analog stick	Step forward	
L1 button	Step clockwise around center of target (while locked on)	
L2 button	Enable / disable target lock-on	
R1 button	Step counterclockwise around center of target (while locked on)	
R2 button	Switch to Card mode (while holding button down)	
SELECT button	Toggle map display	

Setting Up For Online Play

Arc The Lad®: End of Darkness™ Online functions only through a broadband (DSL or cable modem) connection.

Network Configuration

A memory card (8MB) (for PlayStation®2) is required to play *Arc The Lad®: End of Darkness™* online. Before playing online, a valid network configuration must be saved to the memory card (8MB) (for PlayStation®2) using the Network Adaptor Start-Up disc.

Network Adaptor (Ethernet/modem) (for PlayStation®2)

Install the Network Adaptor (for PlayStation®2) into your PlayStation®2 system according to the instructions in its Instruction Manual.

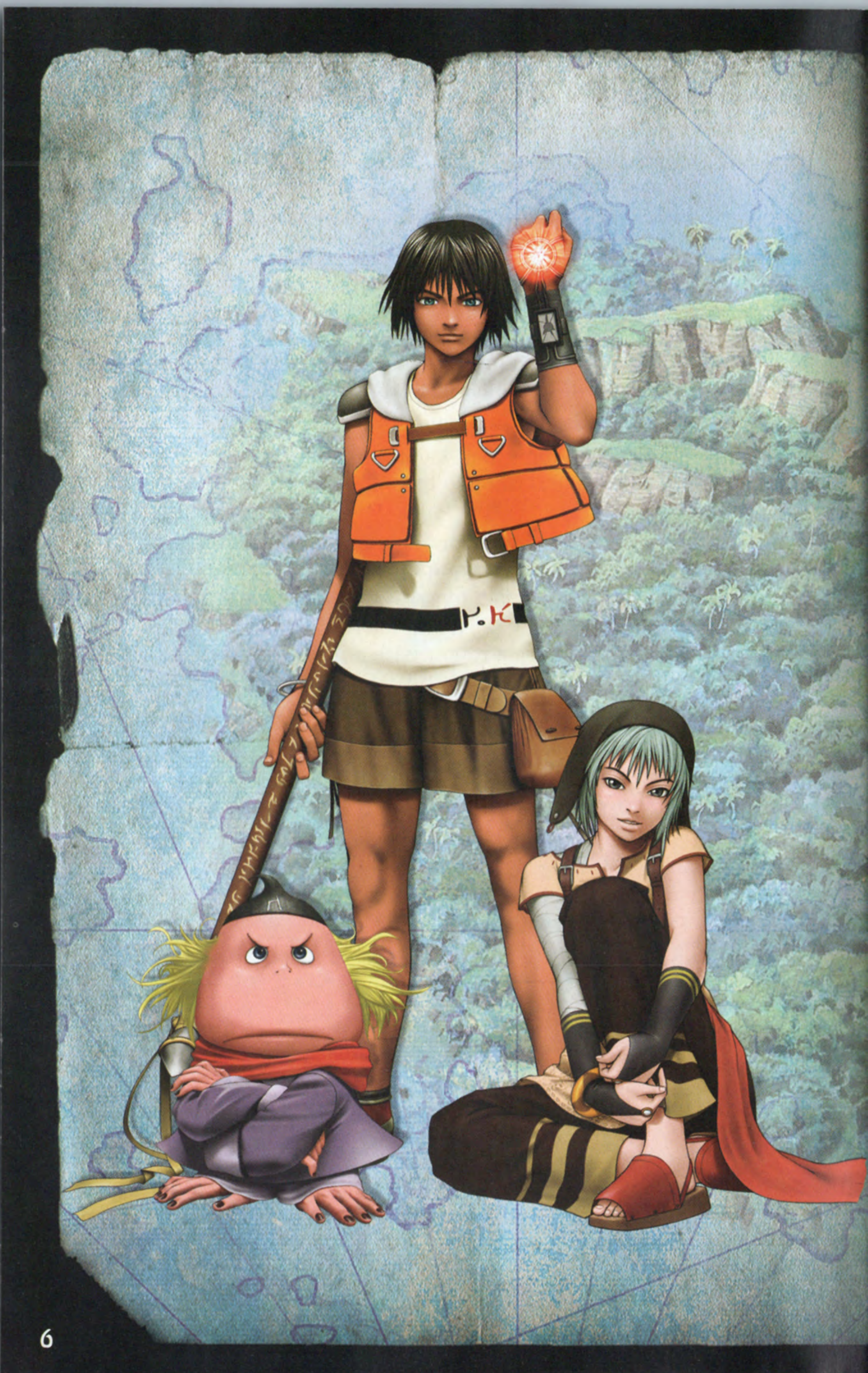
Caution: Unplug the AC power cord on your PlayStation®2 system before adding any networking equipment to the system.

Ports from 5000 – 6000, 10070 – 10080 are used (in both UDP and TCP protocols) by the game. So, if you have a firewall, you must open these ports. If you use a router with a unique IP address, and you want to create rooms and games (so you can host a server), you must route these ports to your console.

Troubleshooting

If a connection to the network cannot be established:

- The MAIN POWER plug for the PlayStation®2 console is not fully inserted into the MAIN POWER socket. Check that the MAIN POWER plug is fully inserted into the MAIN POWER socket.
- The Network Adaptor (for PlayStation®2) is not properly installed in the console. Check that the Network Adaptor (for PlayStation®2) is properly installed in the console.
- The network is busy. Wait a few minutes, and try to access the network again.
- Check that the network cable is properly connected.



Story

Edda's younger days were marked by a "boring island life", but his serenity is shattered when he meets a mysterious young woman named Kirika on the beach. After a chance encounter with a hunter, Edda's skill as a full full-fledged exorcist awakens, and he becomes a hunter himself, running into Kirika several times throughout his journey – which only heightens his curiosity. Realizing a sense of responsibility to save the weakened world, he sets out on a remarkable journey that will ultimately pit civilization against nature.

Getting Started

Title screen

The Title screen will appear when you start the game. Make your selection from the following menu on the Title screen.

START: Start from the beginning

Start the game from the very beginning of the story.

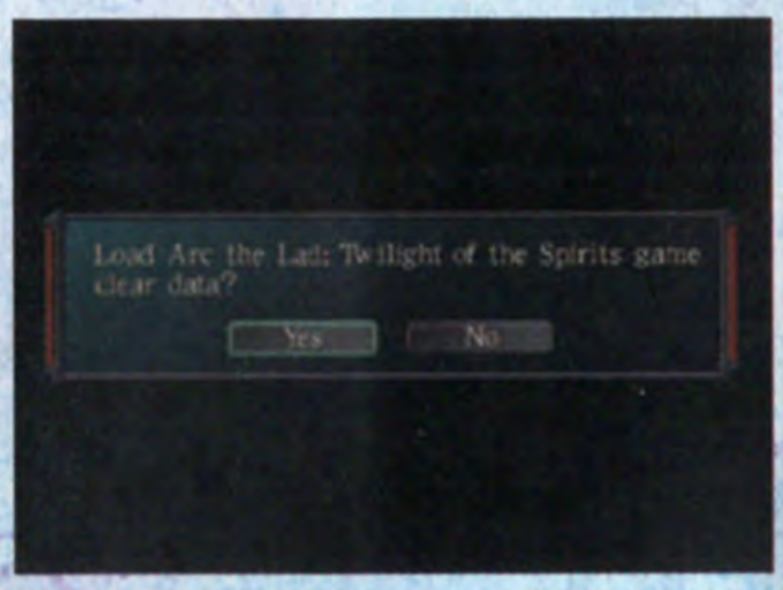
Once you have selected [START] from the Title screen, follow the procedure below to begin the game.

[1] ENTER HERO NAME

Enter a name for the Main Hero.

You can use the onscreen keyboard operated with the controller, or a USB-compatible keyboard.

Refer to pgs. 31–41 for entering text, connecting USB-compatible keyboards, and other related information.



[2] LOAD CLEAR DATA

You can load Clear Data from the previous episode, "*Arc The Lad®: Twilight of the Spirits.*" You will not be able to load non-Clear Data. Loading Clear Data lets you carry specific Character Cards with you from the beginning of the story.

To load Clear Data, take the memory card (8MB) (for PlayStation®2) on which your Clear Data has been saved, insert it into MEMORY CARD slot 1 or 2, and select "Yes."

[3] START THE GAME

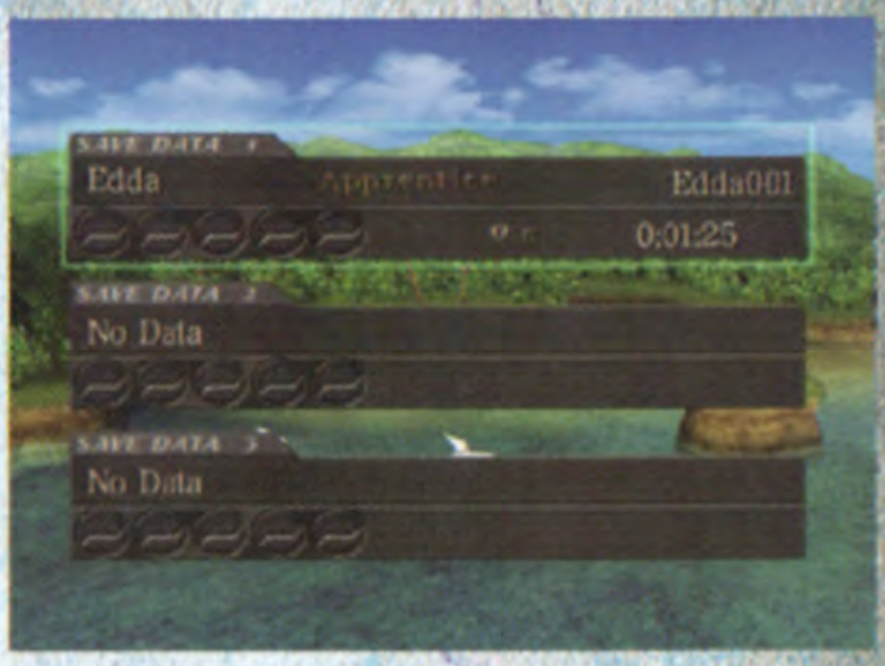
Begin your game session.

LOAD: Continue a previous game

Resume a previously saved game.

Take the memory card (8MB) (for PlayStation®2) on which your data has been saved, insert it into MEMORY CARD slot 1, and then select [LOAD] from the Title screen.

Choosing the Game you wish to play from the list that appears will let you continue playing from where you last saved.



ONLINE: Playing online

Connect your PlayStation®2 online to undertake Tasks and engage in Battles in collaboration with players around the world.

In order to select [ONLINE] from the Title screen, saved data will need to be present on the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Without saved data, you will not be able to select [ONLINE].

Please refer to the descriptions starting on page 30 for details on online play.

Note: The Online option will not be available until you save your data after becoming a Hunter and acquiring an "ALD" in the single-player game.

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURETO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS

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OPTIONS: Changing settings

Confirm or change game settings.

Selecting [OPTIONS] from the Title screen will bring up the categories below. Use the directional buttons to move up or down to select a category, and left or right to change the setting. Pressing the ◉ button will confirm the present settings and return you to the Title screen.

SOUND

Choose between Mono and Stereo for Music and Sound output.

MESSAGE SPEED

Choose how quickly you wish the character's text or other messages to be shown during the game.

VIBRATION

Enables or disables the vibration function of the DUALSHOCK®2 analog controller.

How To Play

How to play

The Main Hero is a Hunter who progresses through the story while completing tasks.

[1] TOWNS (PG. 15)

Several Towns exist within the world. Start by asking the townspeople some questions. You will find various shops and facilities in each Town, as well as places called "Guilds," where you can get assistance in finding Tasks.

[2] GUILDS (PG. 17)

Guilds are where you undertake Jobs oriented for Hunters, and the starting point from where you head to the required destination. In Battles, your goal is to destroy enemies and monsters. Tasks such as searching for specific people or Items will differ depending on the Task you have undertaken.

[3] REGIONAL MAP (PG. 21)

When you depart from a Town, use the Regional Map to travel to the desired region within the world. Battles will commence once you have reached the intended destination related to the Task you have undertaken.

[4] BATTLES (PG. 22)

Battles take place in real time. Once you have achieved the objective of the Task you have undertaken, you will gain a Completion Bonus, Experience Points, or Dignity Points, whereupon the story will proceed.

Jobs and Hunter class

As a Hunter, your class increases each time you complete a Hunter Exam, which will eventually allow you to undertake more diverse Tasks. The procedure required to increase your Hunter class is outlined below.

[1] COMPLETE A TASK

Once you have achieved the objective of a Task, you will acquire Experience Points or Dignity Points, depending on the type of Task you have undertaken.

If you have amassed ten Experience Points and ten Character Points as a result of having completed several Jobs, you will be able to take a Hunter Exam. This test is necessary for you to rise to the next Hunter class.

[2] HUNTER TEST

The Hunter Exam is performed in the Town of Rueloon in Adenade.

In order to pass the test, you will have to fight several battles for your battle performance to be evaluated, all of which need to be completed. You will fail if you run out of time, do not complete the Battle, or die while trying to achieve the objective of a Battle. Should you fail the exam, you will not have to forfeit any of the Ability Cards with which you have been equipped.

[3] PASS THE TEST

If you complete all of the Battles in the Hunter Exam, you will rise to the next Hunter class.

As the Hunter class of the Main Hero increases, so will his maturity and Status.

Menu

Menu screen

Press the △ button to bring up the Menu screen when you are in a Town or viewing either the Regional Map or World Map.

The following categories are shown on the Menu screen.

[1] LIST OF CHARACTERS – Shows a list displaying the Main Hero and all Characters that have been materialized. Press the L1 or R1 button to change the Character being displayed. The Character you have selected will appear on the right side of the screen.

[2] MONEY – Shows how much money the selected Character possesses.

[3] NAME AND HUNTER CLASS – Shows the name and Hunter class of the selected Character.

[4] POINTS – Shows how many Experience Points (bottom) and Dignity Points (top) have been acquired.

[5] HIT POINTS AND CP – Shows how many Hit Points, CP, and Sub-tanks (remaining/maximum) the selected Character possesses.

[6] SPIRIT POINTS – Shows how many Spirit Points the selected Character possesses. For the Main Hero, this indicates the number of Spirit Points he has left, and for the other Characters indicates how many Spirit Points have been allocated to them.

[7] WORK – Shows the Task being undertaken. Completed Tasks are indicated with a red mark.

[8] MENU ITEMS – Shows menu items relating to the Character. Make your selection by moving the directional buttons ↑ or ↓, and pressing the ⊗ button. Further information on the items can be found on the next page.

[9] STATUS – Shows the Status of the selected Character.

Menu continued...

Confirm Task

Confirm the Task currently being undertaken. Select the Task and press the ⊗ button for further information.

Change Ability Card

Change Ability Cards used during Battles.

Use the L1 or R1 button to select the desired Character, move the directional buttons ↑ or ↓ to select the button you want to change, and then press the ⊗ button to display a list of Cards. Use the L1 or R1 buttons to select the Card type, move the directional buttons ↑ or ↓ to select a Card, and then press the ⊗ button. The Status rank, number of CPs consumed, and compatible Characters pertaining to the Card highlighted with the cursor can be confirmed by looking in the upper portion of the screen as you make your selection. When Cards are being changed, items that are superior to the currently assigned Card will appear green, and items that are inferior will appear red.

Please refer to pgs. 24–27 for further information on Cards, and to pg. 23 for Status icons and related information.

Change Parts Card

Change Parts Cards assigned to a Character.

Use the same procedure indicated in "Change Ability Card" to select the desired Character and Card.

Allocate Spirit Points

Allocate Spirit Points acquired during Battles to materialized Character Cards. The Hunter class of a Character will increase according to the number of Spirit Points allocated.

Use the L1 or R1 button to select the desired Character, and the ➡ directional button to select Spirit Points to be allocated. Once allocated, Spirit Points cannot be reduced. Press the ◎ button to cancel without allocating any points, or the ⊗ button to confirm your allocation.

Confirm Cards

Confirm the Cards you have acquired.

Use the L1 or R1 button to select the type of Card, the directional buttons to select the Card, and then the ⊗ button to view the description of the Card.

Towns

Layout of Towns

The world contains several Towns, each having various inhabitants within them. You should always first try speaking with the inhabitants. If choices appear during your conversation, select one using the directional buttons, and press the ⊗ button.

Each Town has Guilds that arrange Tasks for Hunters, Card Shops, and other facilities. You can read the latest news in the "The World News" newspaper posted in the Guilds.

Certain Towns will have pubs, Lottery Houses, and other shops. When you first arrive in a Town, be sure to examine every nook and cranny.

Leaving Towns

When you get to the outskirts of a Town you will be asked, "Do you want to leave the Town?" If you select "Yes," you will depart from the Town and proceed onto the Regional Map. Please refer to pg. 21 for further information on the Regional Map.

Guilds

Guilds are places that help Hunters get Tasks. Guilds provide such amenities as Counters where Tasks are assigned, Notice Boards showing Task requests posted by the townspeople, and Hunter Stations where you can replenish CP, save your present status, and change game options.

Please refer to pgs. 17–18 for further information on Guilds.

Towns continued...

Card Shop

Card Shops are places where Ability Cards and Parts Cards can be bought and sold, Character Cards materialized, and Cards synthesized.

When you strike up a conversation with the owner behind the counter, the following menu will appear.

BUY A CARD – Buy an Ability Card or Parts Card. Choose the type of Card you want to buy from the menu shown in the lower left-hand side of the screen, and press the ⊗ button to view a list of the cards available at the shop. Move the directional buttons ⬆ or ⬇ to select a Card, and then press the ⊗ button.

The attributes, Status, number of CPs consumed, and compatible Characters pertaining to the Card highlighted by the cursor can be confirmed by looking in the upper portion of the screen as you select the Cards. Please refer to pgs. 24–27 for further information on Cards, and to pg. 28 for further information on Status icons and related information.

SELL A CARD – Sell an Ability Card or Parts Card already in your possession. Follow the same procedure used for "Buy a Card" to select a Card you want to sell.

MATERIALIZE A CARD – Materialize a Character Card. Character Cards you have previously acquired cannot be used in Battles until they have been materialized.

SYNTHESIZE A CARD – Synthesize Ability Cards or Parts Cards to create new Cards. This option cannot be selected in Card Shops that do not have a Cardist.

In order to synthesize a Card, you must select a Cardist and two source cards for use in the synthesis. Choose the desired type of cards from the menu that appears in the lower left-hand portion of the screen. Once you have selected a Cardist and the two cards for use in the synthesis, the process will commence.

If the synthesis is successful, you will gain a new Card. The likelihood of success will depend on the type of new Card and the Cardist. The newly synthesized Card will reflect the combination of the source Cards. You will lose the two cards you selected, only if the synthesis was successful.

Guilds

Layout of Guilds

The following can be found in Guilds. The arrangement may differ from Town to Town, but certain facilities will remain the same.

[1] GUILD COUNTER – Where Hunters are helped to get Tasks.

[2] NOTICE BOARD – Shows Task requests posted by townspeople.

[3] HUNTER STATION – Allows you to replenish CPs, save your present status, and change game options.

Guild Counter

The following menu appears when you strike up a conversation with the Guild Master at the Counter.

UNDERTAKE A COUNTER TASK – Undertake a Task oriented for Hunters. Use the L1 or R1 button to select the Task ranking, and use the menu in the lower left-hand portion of the screen to select the activity. Tasks are ranked as S, A, B, C, or D, in increasing order of difficulty. The harder the Task, the more Completion Bonuses and Experience Points you can gain. Select the uppermost portion of the menu, choose a Task, and press the ⊗ button to undertake it.

If you select the third item from the top of the menu, you will be able to turn Tasks of the currently displayed Rank that have been completed into new Tasks once more. Please refer to pgs. 19–20 for further information on Tasks.

CANCEL A COUNTER TASK – Cancel a Task you have undertaken from the Counter. If you cancel a Task, the points corresponding to the Completion Bonus will be deducted from your current Experience Points. Your Hunter Class will not be reduced, despite the loss of these points.

SETTLE A TASK – When you settle a completed Task, you will acquire Bonus Points, Experience Points, and Dignity Points.

Guilds continued...

Guild Notice Board

Townspeople will post Task requests on the Notice Board.

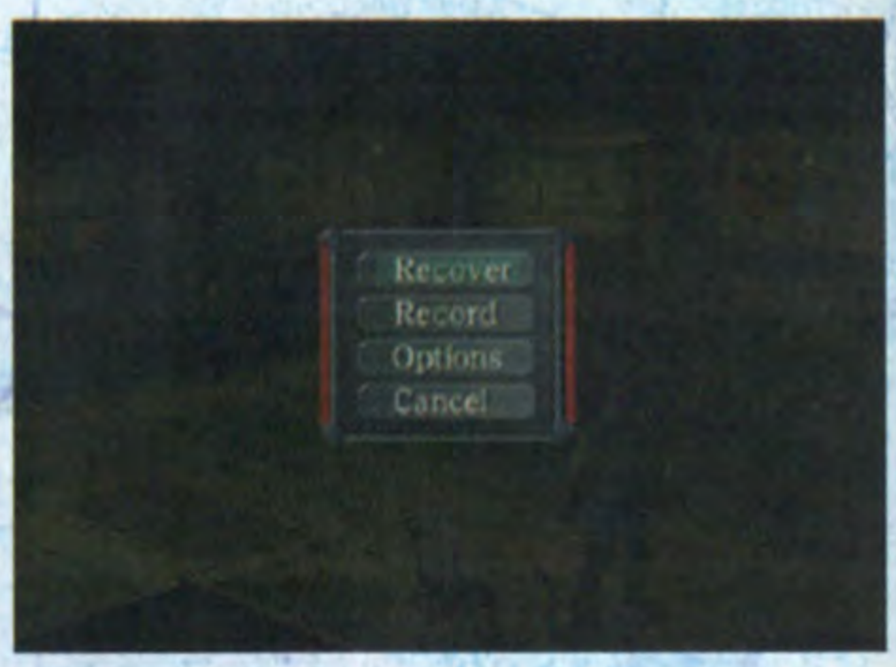
Approach the Notice Board and press the ⊗ button to confirm the posted details.

Select the uppermost portion of the menu, choose a Task, and press the ⊗ button to undertake it. When you undertake a Task, ask the requestor for a detailed description.

Please refer to pgs. 19–20 for further information on Tasks.

Hunter Station

The following actions can be chosen at Hunter Stations.



RECOVER – Pay a fee to replenish the CP in your ALD and all Sub-tanks.

RECORD – Save your current game status on a memory card (8MB) (for PlayStation®2) that has been inserted into MEMORY CARD slot 1.

If you are saving data for the first time, you will need at least 41 KB of free space on your memory card (8MB) (for PlayStation®2).

You can save three sets of data. If you are starting the game from the beginning of the story and are saving for the first time, you can select from the locations SAVE DATA 1, 2, or 3 to save your data. If you have already saved twice within the same story, further data will be automatically overwritten in the same location. Once saved data has been loaded, you will not be able to save any data on a different memory card (8MB) (for PlayStation®2), nor copy or transfer saved data from your "PlayStation®2" Browser screen.

OPTIONS – Confirm or change game settings. The procedure is the same as with [OPTIONS] on the Title screen. (see pg. 3).

Tasks

Types of Tasks

The following types of Tasks may be undertaken by Hunters.

COUNTER TASKS

Tasks you get via the Counter in the Guild. The Tasks assigned here will be the same at every Guild. On successfully completing one, you will acquire a Completion Bonus and Experience Points.

NOTICE BOARD TASKS

Tasks posted on the Notice Board in the Guild. Each Guild will have different descriptions posted. On successfully completing one, you will acquire Dignity Points.

Getting a Task from the Counter

The entire procedure from undertaking a Task from the Counter to finalization is explained below.

[1] UNDERTAKE A TASK

Where Hunters are helped to get Tasks.

[2] TRAVEL TO THE REQUIRED DESTINATION

Leave the Town, and use the Regional Map and/or World Map to travel to the location where the Task is required.

[3] FIGHT THE BATTLE

Fight the Battle needed to achieve the Task objective.

[4] SETTLE THE TASK

Finalize completed Tasks at the Guild Counter to acquire Completion Bonuses and Experience Points.

Tasks continued...

Getting a Task from the Notice Board

The entire procedure from accepting a Task from the Notice Board to acquiring Dignity Points is explained below.

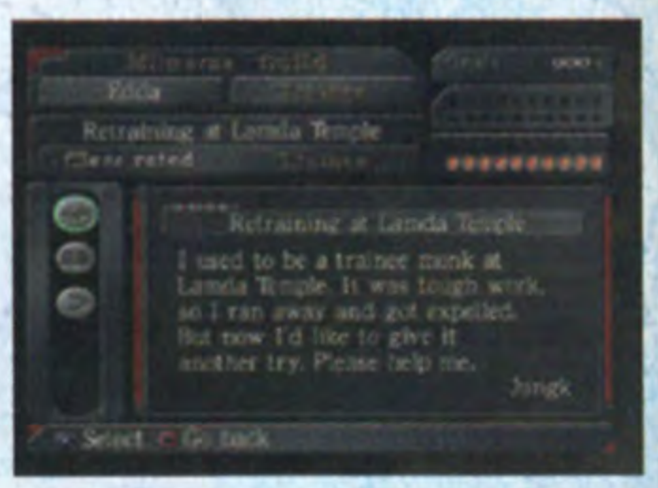
[1] UNDERTAKE A TASK – Undertake a Task from the Notice Board in the Guild. At this stage, the Task will not have been clearly defined, so you will not yet be able to start.

[2] SPEAK WITH THE REQUESTOR – Meet up with the person who requested the Task you have undertaken, and listen to what he has to say. Once he has confirmed the Task details and the required location, you will be able to start the Task.

[3] TRAVEL TO THE REQUIRED DESTINATION Leave the Town, and use the Regional Map and/or World Map to travel to the location where the Task is required.

[4] FIGHT THE BATTLE – Fight the battle needed to achieve the Task objective.

[5] REPORT BACK TO THE REQUESTOR – Once you have completed the Task, meet up with the Requestor to report the results of the Battle to him. After you have reported the information, he will give you Dignity Points.



Completing or failing to complete a Task

You will meet with success and failure on both Counter Tasks and Notice Board Tasks. The description below details the criteria and results for success and failure.

SUCCESS – If you achieve the Task objective, you will have succeeded, and the Task will be complete. When you succeed at a Task, you will acquire a Completion Bonus, Experience Points, and/or Dignity Points depending on the nature of the Task.

FAILURE – If your Character reaches zero Hit Points during a battle, or if you are unable to achieve the Task objective, you will have failed. If you fail a Task, you will not be awarded any Completion Bonuses, Experience Points, or Dignity Points. If you fail a Counter Task, all Ability Cards assigned to your ALD during a Battle will be confiscated by the Guild.

Moving Around

Regional Map and World Map

To help you get around, you will have access to a regional map ("Regional Map") and a map of the entire world ("World Map").

The Card for the Task you have undertaken will appear in both maps in the location where the Task is required.

REGIONAL MAP – When you depart from a Town or Area, a Regional Map will appear. Move the cursor using the directional buttons, and press the ⊗ button to enter the Town or Area indicated by the cursor. Press the ◎ button to switch over to the World Map.

WORLD MAP – Press the ◎ button when viewing the Regional Map to display the World Map. Use the directional buttons to move the highlighted region, and press the ⊗ button to view the Regional Map of that region.

[1] Ragnoth [2] West Halshinne [3] East Halshinne [4] Adenade [5] Epistia

Battles

Fighting Battles

Basic procedures for fighting Battles is explained below. The procedure will differ depending on the nature and circumstances of the Task.

[1] ENTER THE AREA – Select the destination Area from the Regional Map, and enter that Area. Once you have entered the Area, you will not be able to change your configuration. Use the menu to review your configuration before you enter the Area.

For Counter Tasks, hit the L1 or L2 button before you enter the Area to select a Character to fight the Battle. Your only eligible choices will be the Main Hero and any materialized Characters.

For Notice Board Tasks, the Main Hero will always be the one to engage in Battles; no other Characters will be eligible.

[2] PROCEED THROUGH THE AREA – Once you enter the Area, the Battle screen will appear. Maneuver your character to proceed through the Area. When you get close to any enemies or monsters in the Area, the map will turn red, and you will be sent into Battle mode.

[3] FIGHTING ENEMIES AND MONSTERS – Fight the enemies and monsters using the ⊗ button for normal attacks, the ◎ button for special moves, and any assigned Ability Cards. If attacks made by the enemies or monsters have reduced your character's Hit Point total to zero, he will be returned to the Town automatically.

You may find the following Items on fallen enemies or monsters, or in boxes that have been destroyed. Pick up an Item by moving close to it.

Heart — Replenishes Hit Points. Available in large, medium, and small sizes, corresponding to how many Hit Points they will give you.

Orb — Replenishes CP. Available in large, medium, and small sizes, corresponding to how many CP they will give you.

Red Spirit Stone — Increases the strength of your attacks. Lets you inflict twice as much damage as you normally do.

Blue Spirit Stone — Increases your defensive abilities. Halves the amount of damage inflicted on you.

Green Spirit Stone — Increases your speed. Lets you move 20% faster.

Battle screen

The following information will be shown on the Battle screen.

The information displayed will differ somewhat depending on the Character engaged in Battle and the prevailing conditions.

[1] CHARACTER STATUS

Shows the Status of the Character engaged in the Battle.

The face of the Character is displayed on the left side, and your current Hit Points, maximum Hit Points, and CP gauge are displayed on the right side from top to bottom.

[2] CURRENT SPIRIT POINTS

Shows how many Spirit Points you currently have.

Spirit Points are acquired when you exorcise a Malademon, and you can allocate them to materialized characters to increase their Hunter Class.

[3] MAP

Shows the layout of the region around the character.

Your Character will appear in the middle. Red spots indicate enemies or monsters, yellow spots indicate Boxes or Gates that have been destroyed, and blinking dots indicate Items. Roads to adjacent blocks, which are displayed in the form of a strip, will be colored yellow to indicate you cannot travel on them, and will turn green to let you proceed.

The entire map will turn red when you have entered Battle mode to confront enemies or monsters.

[4] ABILITY CARD WINDOW

This window shows the Ability Cards you have assigned to your ALD.

Pressing the R2 button during a Battle will display the button corresponding to the assigned Card.

In the bar located at the top of the window, blue (top) shows the amount of CP in your ALD, and the green (bottom) shows the total amount of CP in all Sub-tanks.

The numbers on the right side of the bar refer to the number of Sub-tanks remaining and the total number of Sub-tanks.

Cards

About cards

Cards are Items or special attacking abilities that have been turned into cards able to be easily carried around with you. They have a very potent effect, which means they cannot be used by anyone other than Hunters. During Battles, you can only use Cards assigned to the "ALD" apparatus attached to your arm.

Types of cards

Cards are broadly divided into the following three types.

ABILITY CARDS (PG. 25)
Cards for Items or magic that can be used during Battles. Up to four of them can be assigned to your ALD, and once you have assigned them to it, the effects of all four Cards will be available in the Battle.

PARTS CARDS (PG. 26)
Cards that improve the performance of the Character(s) to whom they have been assigned. A maximum of three Cards can be assigned for Attack, Defense, and Special, and they will only be effective once they have been assigned.

CHARACTER CARDS (PG. 27)
Cards of Characters that can fight in Battles. In order for a Character on a Character Card to be used in a Battle, it must be materialized in a Card Shop.

How to obtain Cards

Cards can be obtained in the following ways.

HOW ACQUIRED	ABILITY CARD	PARTS CARD	CHARACTER CARD
Bought in a Card Shop	Yes	Yes	No
Synthesized in a Card Shop	Yes	Yes	No
Acquired during a Battle	Yes	Yes	Yes
Acquired during an Event	Yes	Yes	Yes
Acquired at the Lottery house	Yes	No	Yes

Ability Cards

Ability Cards are assigned to the ALD in the menu, and are used in Card Mode during Battles.

When used during a Battle, these Cards will reduce the CP of your ALD by the CP consumption level designated on them. The ALD can hold up to 255 CP, as can each of the Sub-tanks. When your ALD runs out of CP, it will be automatically refilled by the CP in the Sub-tanks.

The following are a few examples of Ability Cards:

MAGIC

Flaming Arrow

Diamond Dust

Cure

Strike Power

GIMMICK

Stone

Firebomb

Alraune Seed

Healing Rod

SKILL

Total Healing

Heat Cyclone

Lancer Spirit

Earth Spirit

Cards continued...

Parts Cards

The performance of Characters during a Battle will be improved simply by assigning a Parts Card to your ALD from the menu.

The following are a few examples of Parts Cards:

ATTACK

Wristband

Battle Armband

Survival Guide

Weaponry Manual

DEFENSE

Ranger Suit

Rune Armor

Blade Boots

Leather Gloves

SPECIAL

Power Stone

Techno Stone

Healing Pigmy

Sword Secrets

Character Cards

Character Cards are materialized in the Card Shop, and can be used in Battles if selected beforehand.

Allocating Spirit Points acquired during a Battle to a Character from an activated Character Card will elevate the Hunter Class of that Character.

The following are a few examples of Character Cards:

Kharg

Arc

Elc

Alec

Synthesizing Cards

New Cards are synthesized by combining Ability Cards and Parts Cards in Card Shops that have a Cardist.

Certain Cards can only be acquired by synthesis, so you will need to try out various combinations.

Please refer to pg. 16 for the procedure for synthesizing Cards.

Lottery House:

You will be able to acquire Cards from the Lottery House located in Dilzweld. You will need ten Mystery Cards (see pg. 29) in order to draw a card.

Hints

Status

The icons and abbreviations that indicate your Status as displayed on the menus are explained below.

ICON	ABBREVIATION	MEANING
	ELE	An attribute. Influences the extent of damage.
	STR	Muscular strength. Mainly influences the extent of damage caused in normal attacks.
	MAG	Magical power. Mainly influences the extent of damage caused by magic.
	TEC	Techniques. Mainly influences the amount of damage caused by gimmicks.
	DEF	Defense. Influences the extent of damage suffered.
	SPD	Quickness. Influences your speed of movement during battles.

Normal vs. combo fighting techniques

You can use a combo technique during fighting by repeatedly pressing the ⊗ button (used for normal attacks) during a battle. The combo technique allows you to continuously assault enemies and monsters, but will leave you highly vulnerable to attack. Be sure to scope out your surroundings carefully before you decide whether a normal or continuous attack would be more appropriate.

Using stepping to your advantage

You can step in numerous directions during a battle. Step backwards or to the right or left to evade attack, or step forward to tackle enemies or monsters depending on what the circumstances allow you to do.

For those who don't like fighting...

If Battles aren't your thing, try undertaking Tasks that involve searching. Search Tasks can be completed merely by getting the intended Item, without even having to kill the enemies or monsters.

If you fail a Counter Task, you will forfeit the assigned Ability Cards. If you don't feel confident enough to complete a Task successfully, try assigning some of your other remaining Cards.

Materialized Characters

Here are some hints for acquiring and using Character Cards.

ACQUIRE CHARACTER CARDS – If you have received a Character Card from someone, you may also be able to acquire one during certain Battles. If you can't seem to acquire any, try your luck at the lottery.

LEARN THE TRAITS OF THE CHARACTER – Each materialized Character has a special method of attack. In essence, if they have a high STR, they will be expert attackers; if they have a high MAG, they will be powerful magicians; and if they have a high TEC, they will be highly adept with Gimmicks. Also, assigning a Card matched to the attributes of a Character will make the effect that much more powerful.

CHOOSE AN APPROPRIATE CHARACTER – Materialized Characters not only possess expert methods of attack, but are able to use their own techniques for defense, provocation, evasion, and other special moves. They can also move at different speeds. Using a Character suited to the Task description will let you proceed more smoothly through Battles.

ASSIGN CHARACTERS – Certain Parts Cards can only be used by specific Characters. Other Parts Cards can change the color of the Character once they have been assigned. Neither of these types is available at the Card Shop, which makes them hard to find. However, it's worth your while to keep your eyes peeled for them.

Mystery Cards

If you collect ten Mystery Cards, you will be able to go to a Lottery House and choose a card from a set of five. Acquire Mystery Cards by finding them during Battles or clearing the Image Box in the Lottery House. When playing online, you will be able to acquire numerous Mystery Cards.

Mofly Holes

Mofly Holes are small holes located in Towns and elsewhere. Only Hemo is able to fit in them with his small body. The knowledgeable Mofly clan who live in these holes will be able to provide you with a wealth of information.

Preparing For Online Play

Online Mode*

In Online Mode, you partake in Collaborative tasks and Battles with players from all over the world with your PlayStation®2 computer entertainment system connected over a network. In the descriptions that follow, the term "offline" is used to describe playing the game without being connected to a network, and "online" is used to describe playing the game while connected.

The online service is free to use; however, connection fees or other charges may be assessed by your Internet Service Provider.

* **Please Note: The Online option will not be available until you save your data after becoming a Hunter and acquiring an "ALD" in the single-player game**

Online vs. offline gaming

Below you'll find a comparison between online and offline gaming.

OFFLINE > ONLINE

If you materialize a Character Card in a Card Shop offline, you will be able to use the matertialized character online as well.

If the Hunter class of a Character increases during an offline session as a result of the Main Hero passing the Hunter's Exam or Spirit Points being allocated to a materialized character, the Hunter class of the Character will also be elevated when you go online.

ONLINE > OFFLINE

All Cards acquired online can be used offline.

Try acquiring Mystery Cards and other Cards that are not so easily obtained offline.

You will only be able to collect all of the Cards when you are offline.

The equipment and environment you will need

The equipment required for online play is the same as is used for offline play (PlayStation®2 computer entertainment system, controllers, etc.), but the equipment and environment described below are also required. Please be sure you have completely read through the user guides pertaining to each device beforehand to ensure they will be used correctly.

MEMORY CARD

You will need a memory card (8MB) (for PlayStation®2) to store any data saved offline with your PlayStation®2 computer entertainment system. When playing offline, you have to go to a Guild to save your game (see pg. 18).

BROADBAND NETWORK CONNECTIONS AND TELECOMMUNICATION DEVICES

You will need to be connected via an ADSL line, CATV Internet line, FTTH line, or other similar networked line compatible with a PlayStation®2-compatible network adaptor (Ethernet). You will also need to use an ADSL modem or other telecommunications device for connecting to the broadband network line you will be using. USB modems are incompatible.

A separate cable or other link will be needed to connect the telecommunications device to the broadband network. For information on the type of cable required, please refer to this page or the user guide belonging to the telecommunications device you intend to use.

USB keyboard compatibility

If you have a USB-compatible keyboard, you will be able to use it for entering text online or offline, or for online chat (text-based conversation). Please refer to pgs. 40–41 for further information on online chat and text entry.

You will still be able to enter text and chat online even if you don't have a USB-compatible keyboard by pressing the START button and using the onscreen keyboard.

Getting Started Online

Pre-login procedure

In order to play online, you will need to have gone to a Guild in single player to save data after becoming a Hunter and acquiring an ALD (see pg. 30). Take the memory card (8MB) (for PlayStation®2) that contains your saved data, insert it into MEMORY CARD slot 1, and choose [ONLINE] on the Title screen to go online. Your Card collection and other information will be saved automatically while you are playing online, so after selecting [ONLINE], be sure not to remove the memory card (8MB) (for PlayStation®2) until you have returned to the Title screen. In order to start playing online, you will need to "log in" to connect to the server. The pre-login procedure is described below.

[1] THE SELECT CONNECTION PROVIDER SETTINGS SCREEN

First, select "Login" once you have confirmed the connection provider settings you wish to use to connect to the network.

If you want to use settings that are different from those specified in the currently selected connection provider settings, go to [Select data] to choose the location where the desired connection provider settings have been stored. Connection provider settings stored on a memory card (8MB) (for PlayStation®2).

If no connection provider settings exist, or if you wish to edit existing ones, select [Edit your network settings] and create a new set.

[2] SELECT A SERVER

Next, select a server to which you wish to connect. Only players that are connected to the same server will be able to play together. You will not be able to select a server that has already reached its maximum number of participants.

[3] SELECT SAVED DATA

Last, select the saved data you wish to use when you log in. If you are logging in with saved data for the first time (i.e., if you have not yet created an Account), select the saved data you wish to use and then proceed to "4. Create a new Account."

If you are logging in using saved data or an Account you have created, you will be able to select [Connect] or [Delete]. If you select [Connect], proceed to "5. Login screen."

[4] CREATE A NEW ACCOUNT

An Account serves as a name that identifies you as a player. Once you have entered the following items and selected [Create], return once more to "3. Select saved data."

Account name Title used as the player's name

Password A secret word known only to the player, and required for logging in

Save password Select whether you wish the password to be saved

[5] LOGIN SCREEN

On the Login screen, confirm the account you wish to use and connect to the server. Enter the password corresponding to the Account name (cannot be changed), and select [Connect]. If the password has been saved, it will be entered for you. In order to save the password you have entered, choose [Yes] under [Save password].

[6] CONFIRM TERMS OF USE

When you connect to the server, the "Terms of Online Use for *Arc The Lad*®*: End of Darkness*" will be displayed. If you select [Agree] after having accepted the terms, the Online menu will be displayed.

[7] ONLINE MENU

Once you have successfully logged in, the Online menu will appear. Please refer to pg. 34 for information on the Online menu.

Saved data and Accounts

SAVE DATA 1, 2, and 3 are the locations where you can save data, but a separate account must be created for each one. In other words, it is not possible for SAVE DATA 1, 2, and 3 to be played from a single Account, nor can you log in to your own Account using another player's saved data.

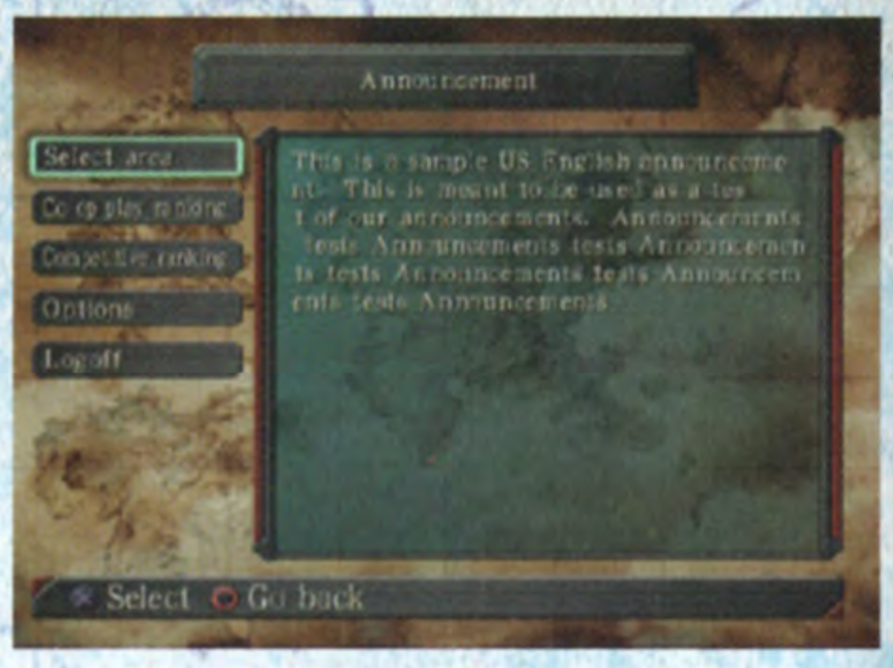
Account information used online is also recorded as saved data. Therefore, using the memory card (8MB) (for PlayStation®2) on which the saved data has been stored will allow you to maintain the same online player identity regardless of which PlayStation®2 computer entertainment system you use, provided that the console has been configured for the requisite environment.

If you saved your password either on the Login screen or at the time you created a new Account, your Account name and password will be stored with the saved data. If your Account name and password have been stored as saved data, anyone will be able to log in by using that Account name, so be especially careful when managing your Account.

Online Menu

Online menu

The Online menu displays important notices and gives you the following choices.



[1] SELECT AREA

Select the Area in which you wish to play. Each server is divided into several Areas. Only players who have selected the same Area will be able to play together.

Select [Select area] to display the list of Areas. Select the Area in which you wish to play from this list. The list shows, from left, the name of the Area, the number of participants, and the maximum number of participants. You will not be able to select any Area that has already reached its maximum number of participants.

Once you have selected an Area, the Area menu will be displayed. Please refer to the right-hand page for further information on the Area menu.

[2] CO-OP PLAY RANKING

This ranking is based on Cooperative Points. Your position will be displayed out of a maximum of 100 players.

[3] COMPETITIVE RANKING

This ranking is based on Competitive Points. Your position will be displayed out of a maximum of 100 players.

[4] OPTIONS

Confirm or change the following settings.

[5] BGM

Select the BGM (music) you want to hear.

[6] SOUND

Decide how you want the music and sound effects to be output.

[7] VIBRATION

Enable/disable the vibration function of your DUALSHOCK®2 analog controller.

[8] LOG OFF

Disconnect from the network, and return to the Title screen.

Area Menu

Area menu

Selecting an Area to play from [Select area] on the Online menu will cause the Area menu to be displayed. From the Area menu, use the L1 or R1 button to change the Character used in Battles shown in the upper left portion of the screen. You are also able to select one of the other items below.

[1] COOPERATIVE TASKS (PG. 38) – In this mode, up to four players can cooperate to undertake a Task. In addition, up to eight players will be able to engage in a "Battle Royale" in which each player fights for themselves.

[2] EASY TASK (PG. 38) – In this mode, four players can tackle simple Jobs. A Job having few stages and a short completion time will be randomly selected from among the Cooperative Tasks.

[3] 4X4 COMPETITION (PG. 38) – In this mode, up to eight players can engage in 4-on-4 team combat.

[4] 1X1 COMPETITION (PG. 39) – In this mode, two players engage in individual combat.

[5] PREPARE FOR BATTLE – Assign Cards or make other preparations necessary for a Task or Battle. The menu is virtually identical to the offline version, except that you are also able to see how many Cooperative Points and Competitive Points you have in the upper right portion of the screen. Please note that once you enter a Room, you will not be able to change your Characters or equipment.

[6] EDIT CHAT ICON – Edit the Icon Chat text that you can use in Rooms or during Battles.

[7] FRIEND LIST – The Friend List is similar to an address book in which you are able to register players you know (Friends). You can store up to 30 entries. Select an entry shown as [Open], and enter an Account name to register a new Friend. If you select an entry that shows a Friend's Account name, you will be able to locate their whereabouts, send them a Message, or delete them from the Friend List. Messages let you send text to others on the Area menu currently in the same Area as you. You are not able to send Messages to Friends during Tasks or Battles.

[8] LEAVE AREA – Leave the Area and return to the Online menu.

Playing Online

Cooperative Tasks

In this mode, up to four players undertake Tasks cooperatively. Once you have completed a Task, you will acquire Cooperative Points.

You clear stages as you progress through the Job. Even if you fail to win a Battle in a certain stage, you will be resurrected and all your Hit Points replenished in the next stage. In a "Battle Royale," as many as eight players fight for themselves and try to survive to the bitter end.

Easy Tasks

In this mode, four players undertake an Easy Task. Once you have completed the Task, you will acquire Cooperative Points.

The small number of stages and the simplicity of the Tasks allow them to be completed more quickly than Cooperative Tasks.

4X4 COMPETITION

In this mode, up to eight players can engage in 4x4 team combat. If you are on the victorious team, you will acquire Competitive Points.

Victory is achieved either by completely wiping out your opponents' team or by having the greater number of Characters alive when the time runs out.

1X1 COMPETITION

In this mode, two players engage in individual combat. If you emerge as the victor, you will acquire Competitive Points.

If the time runs out without either of you winning, the Battle will be regarded a draw.

Starting Tasks and engaging in Combat

Once you have selected the mode you wish to play from the Area menu, you will enter a player waiting room ("Room"), from which you proceed into Battle. The procedure you follow before entering a Room will differ according to the selected Mode. Please refer to pg. 38 for further information on Rooms.

COLLABORATIVE TASKS / 4X4 COMBAT COMPETITION

Select a Room to join from the Room list, and press the ⊗ button to bring up information on the Task or combat session designated for that Room. Select [Yes] to accept, which will let you enter the Room. Select [New] from the list to create a new Room and recruit other players to participate.

EASY TASKS / 1X1 COMBAT COMPETITION

If you select a Easy Task or 1x1 Combat Competition, you will enter the Room immediately. You are not able to create new Rooms in this mode.

How to create Rooms

If you select [New] from the list of Rooms used for Collaborative Jobs and 4x4 Combat Competition, a new Room will be created, after which other interested players can be recruited. The player who has created the Room will be referred to as the "Leader."

When you create a Collaborative Task Room, you will first have to select the Task you wish to undertake, after which you can set up the Room. When you create a 4x4 Combat Room, you will be able to set it up immediately. The options used to set up a Room are shown below. Once the Room has been completely set up, select [Create] and enter the Room.

CHANGE TITLE

Change the name of the Room displayed on the Room list.

FRIENDS ONLY

Decide whether you only want your Friends to participate. If you choose [Yes], players not registered as Friends by the Leader will be barred from entering the Room.

PASSWORD

Set a password for entry into the Room. Once a password has been set, players who do not know it will be barred from entering the Room.

Playing Online continued...

Rooms

In Rooms, players become the Characters they have selected from the Area menu, and appear onscreen. The Account names and chat comments relating to the Characters will be displayed above their heads. The Character whose Account name is underlined is the Leader.

Exits from the Room are located at the bottom left and top right. Leaving the Room via the lower left exit will return you to the Area menu. When the Leader leaves via the top right exit, the Battle will commence. When the Leader leaves the Room, another player becomes the Leader. The pre-Battle procedures for each mode are shown below.

COLLABORATIVE TASKS

Once all players who will be participating in a Task have been assembled, the Leader should leave via the top right exit to commence the Task. Tasks can commence even if fewer than the maximum number of participants are present.

As is also the case with a "Battle Royale," in which as many as eight players fend for themselves, the Battle will automatically commence the moment the Leader leaves via the top right exit, regardless of how many participants are present.

EASY TASKS

Once you have entered the Room, you will have to wait until four players have assembled. The Task will commence automatically once all four players are present.

4X4 COMBAT COMPETITION

Once all players who will be participating in Combat have been assembled, the Leader should leave via the top right exit, whereupon you will proceed to the Select Combat Opponent screen. Combat can commence even if fewer than the maximum number of participants are present.

On the Select Combat Opponent screen, you will see a list of other Rooms where combat can take place. The list will show the Room name (Party name), the Account name of the Leader, and combat record of each Leader starting from when they created their respective Rooms.

To apply for Combat, choose a Room and press the ⊗ button. If your opponent accepts your challenge, the Battle will commence.

If you are awaiting an invitation for Combat, stand by on the Select Combat Opponent screen. Once you receive a Combat invitation from another Room, select [Yes] to start the Battle.

1x1 COMBAT COMPETITION

As with 4x4 Combat Competitions, Battles will commence when you apply for Combat or when you have been invited for Combat.

Battles

When a Task or Battle has commenced, the Battle screen will be displayed. It is the same as the offline version except for the aspects detailed below. Refer to pg. 23 for the information displayed on the Battle screen.

ACCOUNT NAME

As with Rooms, Account names and chat comments relating to the Characters are displayed above their heads. From your point of view, the Account names of your allies will be blue, while those of the enemy will be red.

TIME REMAINING

The amount of time you have left will be displayed in the upper right portion of the screen.

DYING IN BATTLE

Characters who die in a Battle will become semi-transparent and have no further effect on the other players. Such characters will still be able to make comments using chat.

Soft reset

Your participation in a Room or Battle online can be reset by simultaneously pressing the L1, L2, R1, R2, SELECT, and START buttons, which will return you to the Area menu. Performing a reset while within a Room will have the same effect as if you had left a normal Room and return you to the main online menu. If you perform a reset during a Battle, you will keep any Cards or other acquisitions in your possession at the time of the reset, but will forfeit any Cooperative Points and Combat Points.

Cooperative Points and Competition Points

The number of participants at the start of a Battle, the Hunter Class of the Character you are using, and other factors will have the following effects on the points you are able to acquire while on a Task or engaged in Combat.

NUMBER OF PARTICIPANTS AT START OF BATTLE

The fewer allies you have alongside you while you undertake a Task or engage in Combat, the more points you will be able to acquire.

CHARACTER PLAYED

The lower the Hunter Class of the Character you enter into a Battle, the more points you will be able to acquire.

Chat

About chat

Chat is a way to converse using text. You can chat away on the Area menu, in Rooms, or during Battles. You can use Keyboard Chat, which allows you to type whatever text you like, or Icon chat, which allows you to make comments by selecting predetermined messages.

KEYBOARD CHAT

Can be used in the Area menu as well as in Rooms and during Battles. You can enter text using an onscreen keyboard that you operate with your controller, or a USB-compatible keyboard.

ICON CHAT

Can be used in Rooms and Battles. Icon Chat cannot be used on the Multiplayer menu, since Characters do not appear on it.

Onscreen keyboard

In situations where you can use Keyboard Chat, press the START button to display the onscreen keyboard. The onscreen keyboard is controlled as shown below. Select [Comment] once you have finished entering your message.

Select character ..... directional buttons
Enter character ..... ⊗ button
Convert ..... △ button
Backspace (delete character to the left of the cursor) .... □ button
Toggle upper/lower case ..... L1 button
Change character type ..... R1 button
Cancel ..... ○ button
Exit commenting mode ..... START button

USB-compatible keyboard

If you are using a USB-compatible keyboard, connect it directly to one of the USB terminals on your PlayStation®2 computer entertainment system before turning it on, and do not remove it once the power has been turned on. A USB hub cannot be used. Certain devices may not always function correctly.

In situations where you can use Keyboard Chat, a text entry window will appear as soon as you input any text from a USB-compatible keyboard.

Icon Chat

Icon Chat is a function that lets you make comments using simple actions. If you have already used [Edit Chat Icon] on the Area menu to compose the messages you would like to use in conversations, then you will not need to use the onscreen keyboard or a USB-compatible keyboard to enter text (see pg. 40). Icon Chat can be used in Rooms or during Battles, since Characters appear in them.

HOW TO USE CHAT ICON

If you press the R3 button (right analog stick) in a Room or during a Battle, icons bearing default text will be displayed. To send a comment written on one of the icons, tilt the right analog stick in the direction of the icon bearing your desired comment. If you want to exit commenting mode, tilt the right analog stick towards you and select "Cancel." Pressing the R3 button (right analog stick) again while the icons are displayed will convert their messages to the ones you composed with [Edit Chat Icon] on the Area menu (see pg. 35).

Edit Chat Icon

If you select [Edit Chat Icon] from the Area menu, you will be able edit messages of your choice that you can use for Chat Icon.

You can set seven different Icon Chat messages for use in Battles and Rooms respectively. Select the icon you wish to edit, and press the ⊗ button to display the onscreen keyboard. Enter your chosen message and hit [Enter].

Selecting [OK] from the Select Icon screen will confirm your current choices.

Press the ◉ button to ignore any changes you made to the message and return to the Area menu.

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2.2 If we removed Content that you created, we may send you a warning.
If it's a serious offense or you've violated our rules before, we may ban you from participating in the Online Game.

2.3 You agree that you will be personally responsible for your use of the Online Game and for all of your communication and activity in the Online Game, including any content you contribute, and that you will indemnify and hold harmless Namco, its affiliates, employees, officers, and directors from any liability or damages arising from your conduct in the Online Game, including any content that you contribute.

2.3 You will violate the Terms of Use if you (or others using your account) do any of the following:

- Post, transmit, promote, or distribute content that is illegal.
- Harass, threaten, embarrass, or do anything else to another user that is unwanted.

- Transmit or facilitate distribution of content that is harmful, abusive, racially or ethnically offensive, vulgar, sexually explicit, defamatory, infringing, invasive of personal privacy or publicity rights, or in a reason able person's view, objectionable. Hate speech is not tolerated. ·
- Promote or encourage any illegal activity including hacking. ·
- Modify any part of the Online Game. ·
- You must obey all applicable laws, regulations and rules wherever you are Using the Online Game. This includes rules for use of third-party technology and content, rules of interactive service providers, and federal, state, local and foreign laws where applicable. Ignorance of the law is no excuse.
- You will not do anything that interferes with the ability of other users to enjoy playing the Online Game, in accordance with its rules, or that materially increases the expense or difficulty of Namco in maintaining the Online Game for the enjoyment of all its users.

3. COPYRIGHT and TRADEMARKS

3.1 All title and intellectual property rights in and to the Online Game are owned by NAMCO or its suppliers. All rights not expressly granted are reserved by and to NAMCO.

3.2 You agree not to Use the Online Game to in any way violate or dilute the trademark, tradename, copyright or intellectual property rights of NAMCO or any third party.

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4.1 TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL NAMCO OR ITS SUPPLIERS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT, OR CONSEQUENTIAL DAMAGES WHATSOEVER ARISING OUT OF THE USE OF OR INABILITY TO USE THE ONLINE GAME OR THE FAILURE TO PROVIDE SUPPORT SERVICES, EVEN IF NAMCO HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN ANY CASE, NAMCO'S ENTIRE LIABILITY UNDER ANY PROVISION OF THIS AGREEMENT SHALL BE LIMITED TO THE AMOUNT ACTUALLY PAID BY YOU FOR THE ONLINE GAME.

4.2 SCEA WILL HAVE NO LIABILITY WHATSOEVER FOR ANY DAMAGES ARISING OUT OF OR RELATED TO YOUR USE OF THE ONLINE GAME HEREUNDER.

5. PRIVACY

Namco respects the privacy rights of our online visitors and is committed to protecting your personal information. To further this commitment, we have adopted this Online Privacy Policy This Privacy Policy and the certification seal below confirms that Namco Hometek is a valid licensee and participating member in the Entertainment Software Rating Board's Privacy Online Program: ESRB Privacy Online. To protect your privacy, we have voluntarily undertaken this privacy initiative and all of our web sites have been reviewed and certified by ESRB Privacy Online to meet established online information collection and use practices. As part of this privacy program, we are subject to frequent audits of our sites and other enforcement and accountability mechanisms administered independently by the ESRB.

Please note that this Privacy Policy applies only to information submitted and collected online through the web sites listed at http://arcthelad.namco.com, and does not apply to information that may be collected by Namco offline. In addition, this Privacy Policy applies to Namco's console division only, and not to web sites maintained by our corporate affiliates (e.g., Namco Cybertainment, Inc.), our international affiliates (e.g., Namco UK or Namco Japan) or other companies or organizations to which we link.

When you link to these web sites or to any other sites from a web site operated by Namco Hometek as listed above, this Privacy Policy no longer applies.

Please note that by using our web sites, you signify your assent to Namco's Online Privacy Policy. If you do not agree to this Privacy Policy, please do not use our sites. We reserve the right to make changes to this Privacy Policy. If we make a material change to this Privacy Policy, we will notify you by posting the change on our web sites or in this Privacy Policy and, if necessary, give you additional choices regarding such change. Please check back from time to time to ensure that you aware of these changes. Your continued use of our web sites will signify your acceptance of these changes.

Please be advised that information submitted through our web site by individuals acting solely in a business capacity (e.g., a resumé from a job applicant) is not subject to this Privacy Policy. However, we want to assure you that information obtained from your resumé will be used solely for the purpose of accepting and evaluating your submission for a job opening.

A Special Note about our Community Forums:

Please note that whenever you give out personal information in public areas such as forums, that information can be collected and used by people you don't know. While we strive to protect those who wish to participate in these forums, we cannot guarantee the security of any information that you post in these areas. If you wish to prevent others from seeing your e-mail address, please select to have your e-mail address hidden when registering for a forum.

5.1 What is Namco's policy regarding links to third party sites?

You should be aware that while you are browsing one of our web sites, you may be directed to other sites that are beyond our control and for which we are not responsible. Because we cannot guarantee that the privacy policies of such sites meet our high standards and the requirements of the ESRB Privacy Online Program, we recommend that you read the privacy policy of the web site to which you link before you submit any personal information.

5.2 What is Namco's policy regarding children under 13?

We do not knowingly collect personal information such as name and e-mail address from children 12 years old and under.

From time to time, certain portions of our web site may allow children under 13 to disclose a limited amount of personal information without first telling us their age or getting their parent's permission. Such portions of our site operate activities or provide services in a way that does not require prior parental consent under the law.

We recognize the importance of safeguarding the privacy of children and encourage parents to check and monitor their children's use of online activities regularly.

5.3 What safeguards does Namco use to protect my personal information?

Namco maintains appropriate safeguards that ensure the security, integrity and privacy of the personal information we collect. Personal information collected by Namco is stored in secure operating environments that are not available to the public and that are only accessible by authorized employees. We also have security measures in place to protect the loss, misuse and alteration of the information under our control (i.e., maintain data quality). Before we allow web users to access their personal information, for example, we verify their identity by requesting that they submit information such as their e-mail address or username and password.

5.4 How do I ask a question or file a complaint?

If you have any questions, complaints or comments regarding this Privacy Policy or our information collection practices, please contact our Privacy Policy Administrator at:

Namco Hometek Inc.
4555 Great America Parkway, Suite 201
Santa Clara, CA 95054
support@namco.com

6. GENERAL

6.1 This Agreement is governed by the laws of the State of California.

6.2 Any term of this Agreement which is held to be invalid by a court of applicable jurisdiction will be deleted, but the remainder of the Agreement will not be affected.

6.3 You may not assign any rights or obligations hereunder without the prior written consent of NAMCO. The rights and obligations of the parties shall be binding, upon, and inure to the benefit of, the respective legal representatives, successors and permitted assigns of the parties.

6.4 NAMCO's failure to exercise any of its rights hereunder shall not constitute or be deemed a waiver or forfeiture of such rights. No waiver of any right or obligation under this Agreement shall be effective unless in a writing, specifying such waiver, executed by the party against which such waiver is being enforced. A waiver by either party of any of its rights hereunder on any occasion shall not be a bar to the exercise of the same right on any subsequent occasion or of any other right at any time.

6.5 This Agreement constitutes the entire agreement and understanding between the parties with respect to the Online Game and supersedes any previous communications, representations, or agreements by either party, whether verbal or written.

6.6 Except for any action by NAMCO seeking injunctive relief with respect to any violation of NAMCO's intellectual property rights by you (including in connection with any use by you of the Online Game in an authorized manner), any dispute between you and NAMCO involving this Agreement shall be settled by binding arbitration in accordance with the then-in-effect Comprehensive Arbitration Rules and Procedures of JAMS (the "Rules"). The venue of the arbitration and any related proceedings shall be Santa Clara County, California. There shall be a panel of three neutral arbitrators, selected in accordance with the Rules. In addition to the information exchanges facilitated by the Rules, the parties shall be entitled to discovery in accordance with the Federal Rules of Civil Procedure for a period of 60 days after the last responsive pleading is filed. Any unresolved discovery disputes may be brought to and disposed of by the chair of the arbitration panel. Disputes with respect to the admission, rejection and consideration of evidence shall be governed by the Federal Rules of Civil Procedure and applicable Federal law. The arbitration panel shall choose California law as the applicable substantive law and its award and decision shall conform to such law. The decision and award of the arbitration panel may be by majority. The arbitration award and decision shall be in writing and shall specify the factual and legal bases for the award and decision. The arbitrators may award costs and fees to the prevailing party, including the arbitrators' and administrative fees, out-of-pocket expenses, witness, expert and attorneys' fees. The prevailing Party may enforce the award and decision in any court of competent jurisdiction.

* For a more detailed review of the TERMS of USE, please go to our website at **http://arcthelad.namco.com.**

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Namco Hometek Inc.
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Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

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